

## **Remarks**

Applicants further submit a Replacement Sheet for drawing sheet no. 6, incorporating the reference numeral 40 in Figure 6E, as requested by the Examiner.

Applicants traverse the Examiner's rejection of claims 19 and 34 as indefinite. The claims have been amended.

Applicants traverse the Examiner's rejection of the claims as anticipated by Stern. It is agreed that Stern is not prior art.

Applicants traverse the Examiner's rejection of the claims as anticipated by Yoseloff.

The primary objective of the present invention is to increase user interaction in games of the type described in the patent specification. As mentioned in the Background of the Invention, user interaction with these types of games is minimal at best, with the way that the present invention addresses this objective being more clearly defined in the attached amended claims. For example, WO 98/55191 discloses a gaming system in which a player places a wager to participate in the game, and thereafter selects a subset of x symbols to play. Once the subset of x symbols has been selected, a microprocessor randomly selects a subset of y winning numbers. The microprocessor then compares the set of x symbols to the set of y symbols to determine if there are any matches. If a preselected number of matches occur, the player receives a payout. This reference thus highlights the lack of interactivity that exists with present gaming systems because the game starts and finishes once the subset of y winning numbers is selected. In the newly defined present invention, the user has more control in terms of when the game ends, with the illustrated embodiment showing ten legs, and thus a maximum of ten player interactions per game, with independent claims 19, 27 and 34 being amended to clarify and highlight this important distinguishing feature.

**Amendments to the Drawings:**

Applicants provide herewith a Replacement Sheet for drawing sheet no. 6. The replacement sheet shows the amendment being made to Figure 2E. In Figure 2E, the lines corresponding to reference numeral 40 has been added.

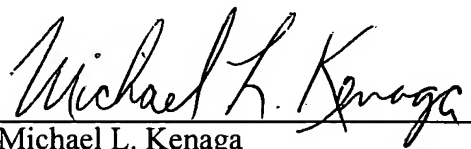
Thus, the fundamental difference between the present invention and the invention disclosed in WO 98/55191 is that in the present invention a string of winning numbers is generated for, and compared to, each leg. This arrangement underpins the highly interactive nature of the present invention wherein after each string of winning numbers is drawn, the player is required to make a decision. In particular, and as claimed in amended claim 1, the player needs to decide whether to receive the payout, or to receive a portion of the payout and to progress to the next leg, or to simply progress to the next leg.

The system described in D1 does not allow a player to interact with the gaming system in this manner.

It should now be clear that the "and/or" feature in old claim 1 is central to the interactivity of the game of the present invention. However, with a view to addressing the examiner's indefinite objections to the use of this phrase in claims 19 and 27, the concluding paragraphs have been amended to set out the various options that a player would have after each string of winning numbers is drawn.

Favorable consideration and prompt allowance of the application are respectfully requested.

Respectfully submitted,

A handwritten signature in black ink, reading "Michael L. Kenaga". The signature is fluid and cursive, with the first name "Michael" and last name "Kenaga" clearly legible. The signature is positioned above a horizontal line.

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